

*User-Centered Development of a*

# **Braking System For Manual Wheelchairs**

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**catea**

Defining the problem by understanding the user.

## Three categories of questions about

Their chair

Their function and how they propel

Their perception of need

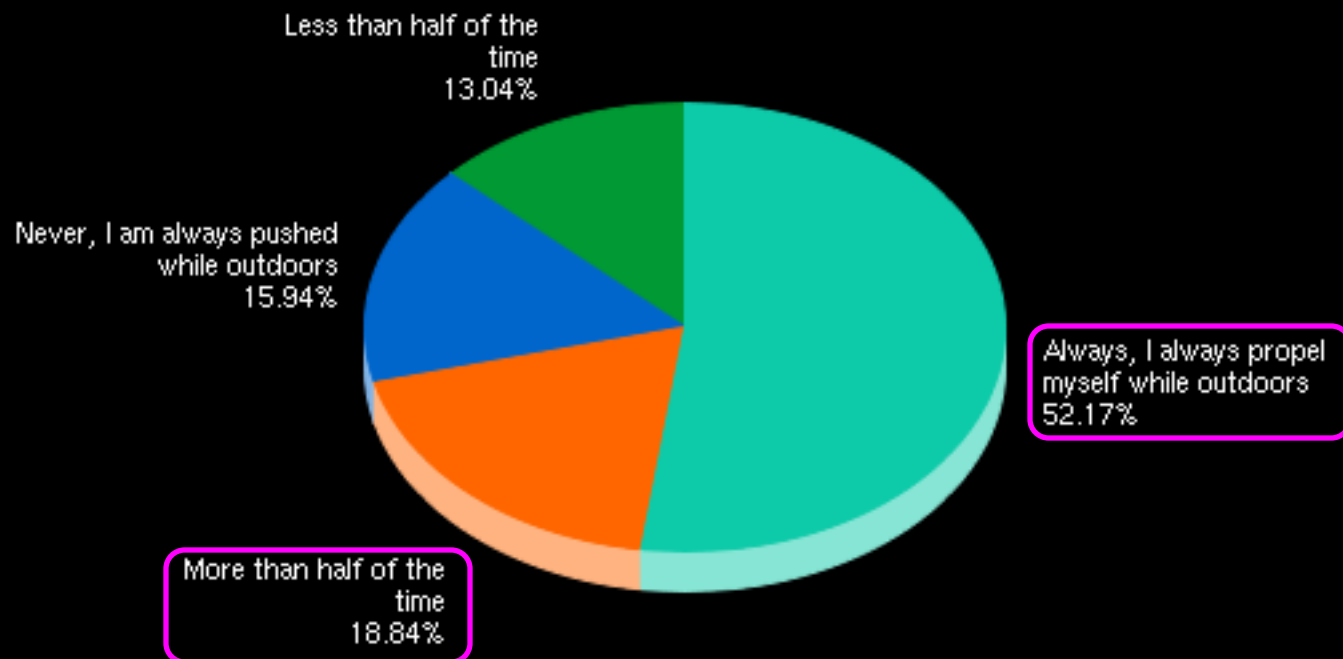
Three categories of questions about

Their chair

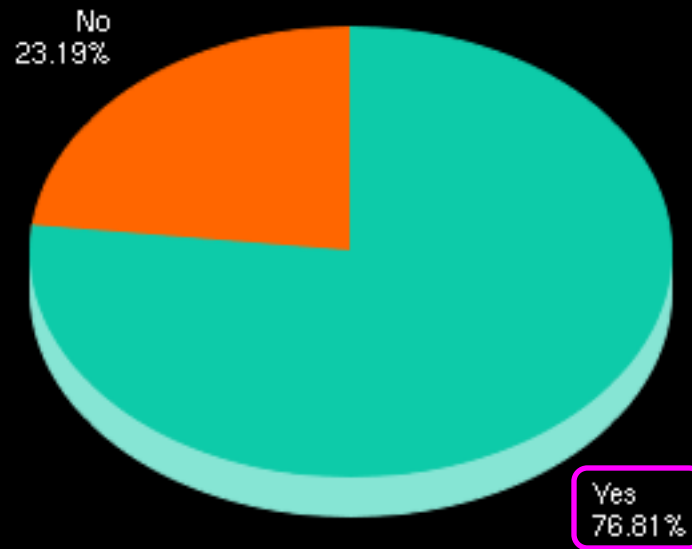
Their function and **how they propel**

**Their perception of need**

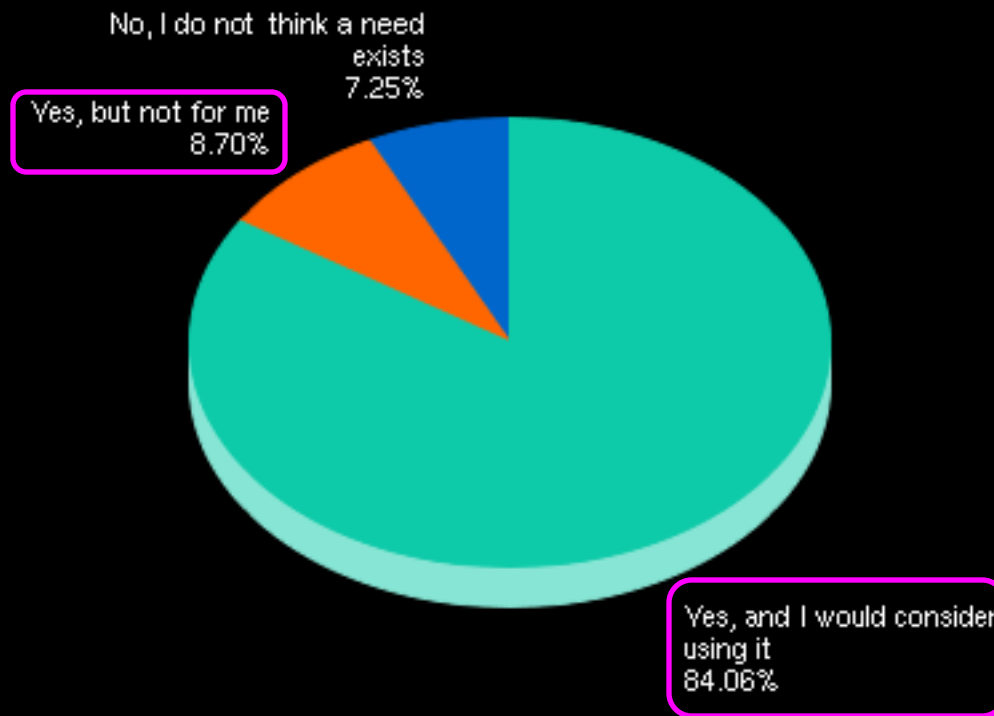
## 8. How often do you propel yourself while outdoors?



13. Have you ever felt loss of control of your wheelchair during or after going down a slope or ramp?



15. Do you feel that need exists for an improved braking system for manual wheelchairs?





Slowing down and maintaining control of a wheelchair can be difficult for some users; especially those with poor hand strength and/or sensation.

Ramps and slopes present a significant barrier to independent and safe mobility.

Collisions, falls and/or tips are consistent with running into an object at too high of speed.

A need exists for a braking system for manual wheelchair users that allows them to use their hands more effectively and efficiently while braking.

Designing based on user needs.

## **Physical device attributes**

- repeatable and expected operation
- regular function of wheel chair
- no increase in overall width
- nominal increase in weight
- minimal addition/modification to the chair
- use standard brackets if attaching to frame
- no obtrusive levers, cables, or similar hardware

## **User function attributes**

- “hands on device”
- normal propulsion
- independent operation
- normal operation of the wheelchair
- minimal user dexterity
- minimal grip strength
- minimal user force

The concept



## **Forwards**

Positive stop between pushrim and wheel, pushrim remains static

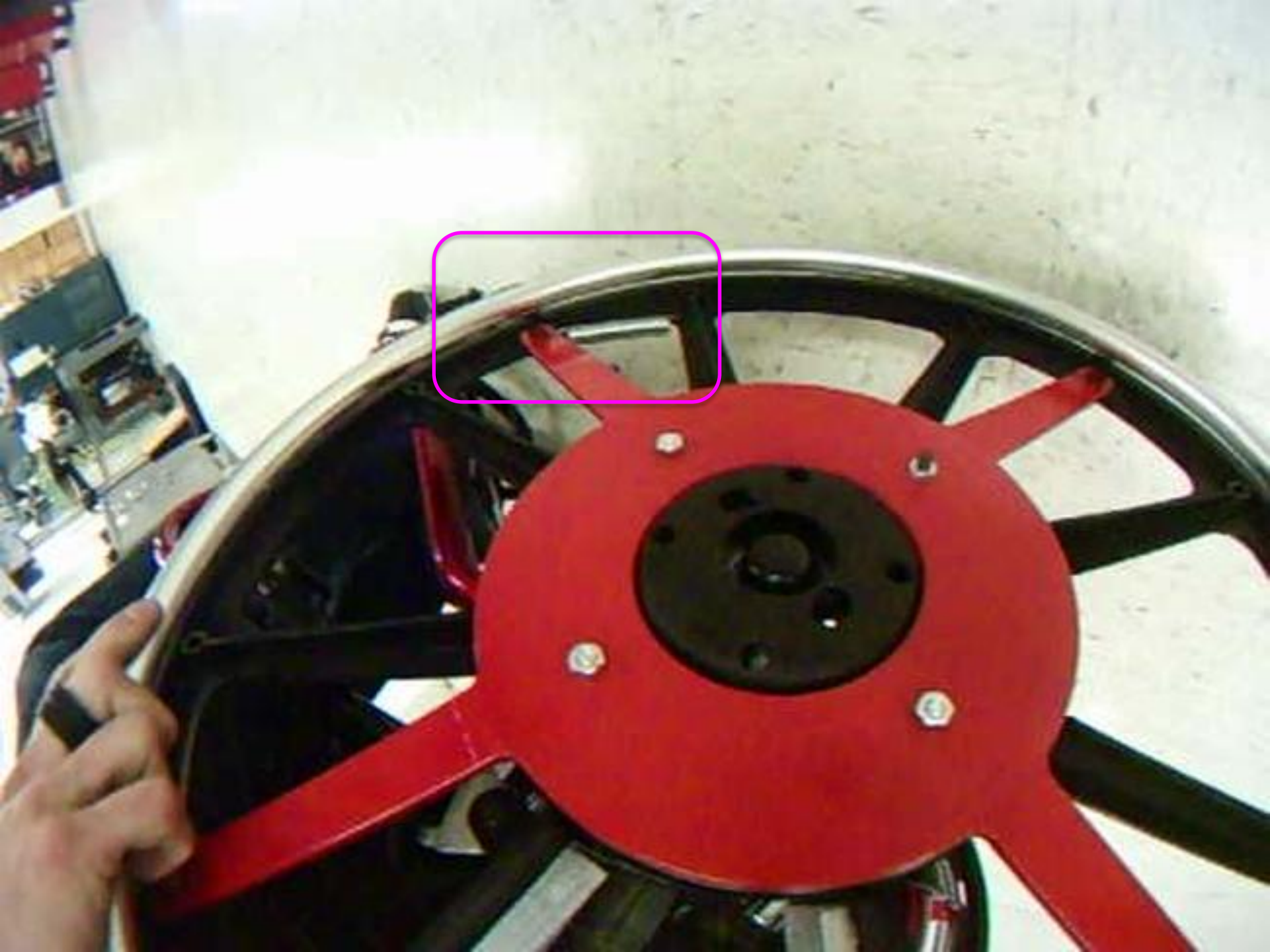
## **Backwards**

Spring force greater than applied force, pushrim remains static

## **Braking**

Spring force less than applied force, pushrim becomes dynamic,  
engaging brake















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# X-FD



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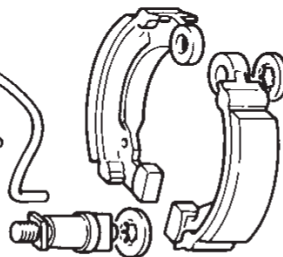
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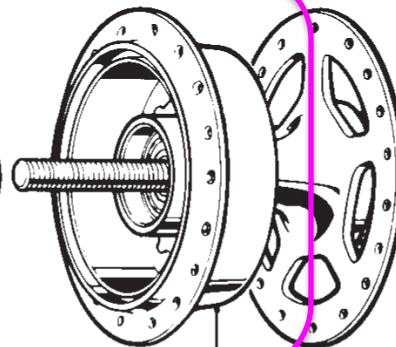
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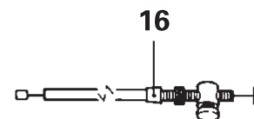
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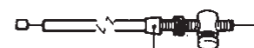
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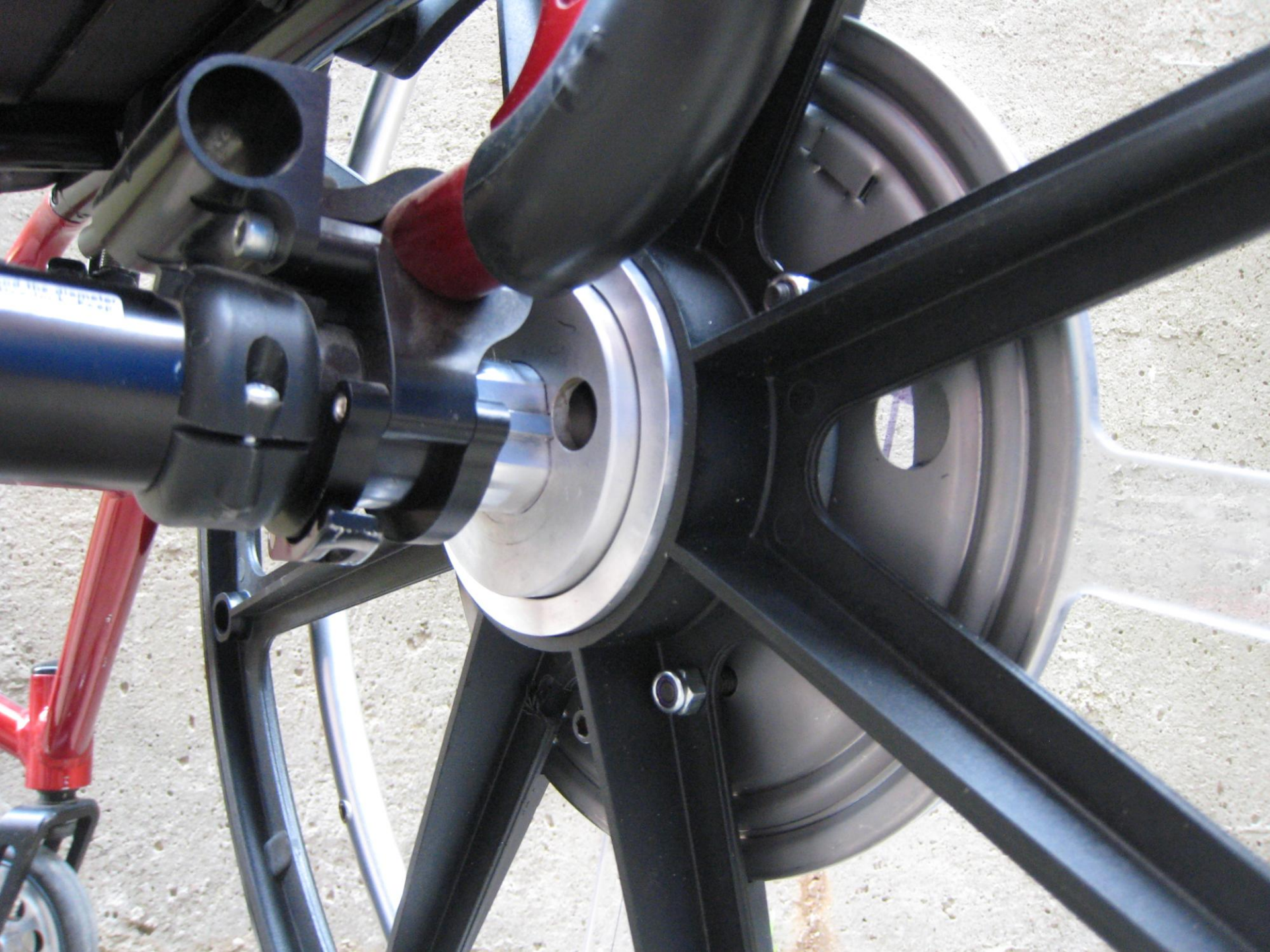


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User testing









Next steps...

